

IN THE CLAIMS:

Please amend the claims as follows:

1. (currently amended) A method for changing an orientation of a ~~User Interface (UI)~~user interface, comprising:
 - detecting a course of motion that is performed on said [[UI]] user interface, and
 - changing said orientation of said [[UI]] user interface with respect to a device said [[UI]] user interface is integrated in according to said detected course of motion.
2. (currently amended) The method according to claim 1, wherein said course of motion is performed on said [[UI]] user interface via a [[UI]] user interface interaction device.
3. (currently amended) The method according to claim 2, wherein said [[UI]] user interface is a touch-screen display and wherein said [[UI]] user interface interaction device is a touching device.
4. (currently amended) The method according to claim 2, wherein said [[UI]] user interface interaction device is a device that controls the movement of an element on said [[UI]] user interface.
5. (currently amended) The method according to claim 1, wherein said course of motion is performed on said [[UI]] user interface by dragging an element that is displayed on said [[UI]] user interface.
6. (currently amended) The method according to claim 5, wherein said element is located near an edge of the [[UI]] user interface.
7. (currently amended) The method according to claim 1, wherein said course of motion is performed on said [[UI]] user interface by drawing a gesture on said [[UI]] user interface.

8. (original) The method according to claim 7, wherein said gesture is a circle of a part thereof.

9. (currently amended) The method according to claim 1, wherein said detected course of motion is visualized on said [[UI]] user interface.

10. (currently amended) The method according to claim 1, wherein said orientation of said [[UI]] user interface is changed by 90°, 180° or 270° with respect to the device said [[UI]] user interface is integrated in.

11. (currently amended) The method according to claim 1, wherein images that are displayed on said [[UI]] user interface are transformed and/or re-scaled according to said changed orientation.

12. (currently amended) The method according to claim 1, wherein said [[UI]] user interface is integrated in a hand-held device, in particular a mobile phone or a ~~Personal Digital Assistant (PDA)~~ personal digital assistant.

13. (canceled)

14. (currently amended) A computer program product stored on a data processing readable medium, the computer program product comprising a computer program with instructions operable to cause a processor to perform the method [[steps]] of claim 1.

15. (currently amended) A device for changing an orientation of a [[UI]] user interface, comprising:

- [[means]]a detector for detecting a course of motion that is performed on said [[UI]] user interface, and
- [[means]]a processor and controller for changing said orientation of said [[UI]] user

interface with respect to a device said [[UI]] user interface is integrated in
accordingaccordance to said detected course of motion.

16. (currently amended) The device according to claim 15, wherein said device for changing an orientation of said [[UI]] user interface is integrated in a hand-held device, in particular a mobile phone or a ~~Personal Digital Assistant (PDA)~~personal digital assistant.

17. (currently amended) A ~~mobile phone~~device according to claim 15, further comprising:
—at least one [[UI]]-user interface.
—~~means for detecting a course of motion that is performed on said [[UI]], and~~
— ~~means for changing an orientation of said [[UI]] with respect to said mobile phone~~
~~according to said detected course of motion.~~

18. (currently amended) The ~~mobile phone~~device according to claim 17, further comprising a [[UI]] user interface interaction device, via which said course of motion is performed on said at least one [[UI]] user interface.

19. (currently amended) The ~~mobile phone~~device according to claim 18, wherein said at least one [[UI]] user interface is a touch-screen display and wherein said [[UI]] user interface interaction device is a touching device.

20. (currently amended) The ~~mobile phone~~device according to claim 18, wherein said [[UI]] user interface interaction device is a device that controls the movement of an element on said at least one [[UI]] user interface.

21. (currently amended) The ~~mobile phone~~device according to claim 17, wherein said course of motion is performed on said at least one [[UI]] user interface by dragging an element that is displayed on said at least one [[UI]] user interface.

22. (currently amended) The ~~mobile phone~~device according to claim 17, wherein said course of motion is performed on said at least one [[UI]] user interface by drawing a gesture on said at least one [[UI]] user interface.

23. (currently amended) The ~~mobile phone~~device according to claim 17, further comprising means for visualizing said detected course of motion on said at least one [[UI]] user interface.

24. (currently amended) The ~~mobile phone~~device according to claim 17, wherein said orientation of said at least one [[UI]] user interface is changed by 90°, 180° or 270° with respect to said mobile phone.

25. (currently amended) The ~~mobile phone~~device according to claim 17, further comprising means for transforming and/or re-scaling images that are displayed on said at least one [[UI]] user interface according to said changed orientation.

26. (new) A device for changing an orientation of a user interface, comprising:
- means for detecting a course of motion that is performed on said user interface, and
- means for changing said orientation of said user interface with respect to a device
said user interface is integrated in accordance to said detected course of motion.